

MISSION 6: RADIO STATION

EVENT TABLE

	Radio Station; roll on the [Radio Command Table] to determine the defending forces.
	Nothing
	Roll on [Patrol Table] on the Army Sheet.
	Nothing
	Good observation point. Gain 1 RP.
	Enemy: Leader (Rifle) + 2xSMG in COVER .

You need to find and destroy an Enemy Radio station, transmitting vital information to the Enemy Fleet.

Map: A

Objective: Enter the Radio Station and eliminate the defending forces, then attack the radio equipment (TN=3) to destroy it. You can only attempt to destroy the radio if there are no Enemy Forces in the Radio Station.

Game turns: 10

Setup: Pick Event Markers 1 through 4. Randomly place two markers in Stripe #1 and Stripe #2 on top of a **BUILDING** Marker. Pick Event Markers 5 through 9. Randomly place one marker in Stripe #3 through Stripe #6.

Special Rules: Place EM 1 through 4 on top of a **BUILDING** marker. You need to enter those Buildings (1AP as usual) to reveal the EM. **Night Mission.** The Mission is played during the Night (using the Night rules)

TERRAIN TABLE

Stripes	Die Roll			
1 - 2				
	Open			In addition, always place two BUILDING in both Stripes
3 - 4				
	Open			
5 - 6				
	Open			

ENEMY ACTIVATION TABLE

Die Roll	Effect
	If the activated group contains Suppressed units then move inside a BUILDING or adjacent to a TREE on the Stripe (if possible), then Rally. Otherwise, Attack nearest Target Group.
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, COVER .
	If there's a Target Group at Range 1, Advance then Close Combat. Otherwise, COVER then Attack Target.
	Remove COVER counter from Target Group (if any). If Target Group is at Range 1, Advance then Attack. Otherwise, COVER then Attack Target.

ENEMY PRESENCE TABLE

Die Roll	Effect
	Nothing
	Roll on the [Patrol Table] on the Army Sheet

TARGET TABLE

Die Roll	Group Selection
	Smaller Group
	Larger Group
	Group with MG, Mortar or Larger Group

Die Roll	Unit Selection
	Unit with lower TN
	Unit with higher CF; if attack cannot cause damage then select unit with lower TN

RADIO COMMAND TABLE

Die Roll	Effect
	Enemy: Rifle
	Enemy: 2xRifle
	Enemy: Rifle + 2xSMG
	Enemy: Rifle (with one Grenade) + 2xSMG

MISSION 7: CASUALTY EVACUATION

EVENT TABLE

	Nothing (dead body - it's too late for this soldier).
	Wounded soldier - see box.
	Wounded soldier - see box. In addition, place Event Marker 8 face up on the current Stripe (you've spotted another wounded soldier).
	Enemy: 2x Rifles in COVER on the Current Stripe.
	Wounded soldier - see text.

TERRAIN TABLE

Special Terrain Rules.

Stripe #1 can never be entered.

Stripe #2 can only be entered if at least one Enemy unit is on it.

Sripes	Die Roll
1	
2	
3	
4-6	

TARGET TABLE

The Medical Specialist can only be selected if he's the only unit in the target Group.

Die Roll	Group Selection
	Smaller Group
	Larger Group
	Group with MG, Mortar or Larger Group

Die Roll	Unit Selection
	Unit with lower TN
	Unit with higher CF: if attack cannot cause damage then select unit with lower TN

Your team has been ordered to support the evacuation of wounded soldiers from the beach

Map: C

Objective: Reveal all the markers and remove all the wounded soldiers (see box).

Game turns: 12

Setup: Pick Event Markers 1 through 7 and place three random markers each on Stripes #4 and #5. Discard the remaining Marker. Freely setup your units in Stripe #6 (where your Aid Station is located). Place one Enemy HMG in COVER on Stripe #1. Roll on the [Patrol Table] in the Enemy Army Sheet: place

the Enemy units on Stripe #3 in COVER.

Special Rules: Add a Medical Specialist (NPC) to your squad (see box). At the beginning of each turn, check for the effects of Supporting Fire (see box).

Special Enemy Rules: The HMG in Stripe #1 has a Range of 4 and is never considered during the Enemy Presence Check (only consider the Enemy units in Stripe #2 - Stripe #6, if any). The HMG in Stripe #1 uses the [Stripe #1 Activation Table].

ENEMY ACTIVATION TABLE

	If the activated group contains Suppressed units then Rally. Otherwise Attack nearest Target Group.
	If there's a Target Group in range, Attack nearest Target Group. Otherwise, COVER.
	If no Target Group is in Range, Advance then COVER. Otherwise Attack Target Group.
	Attack nearest Target with a +1 DRM. Remove COVER counter from Target group (if any).

STRİPE 1 ACTİVATİON TABLE

	If the activated group contains Suppressed units then Rally. Otherwise COVER.
	If there's a Target Group in range, Attack random Target Group. Otherwise COVER.
	If there's a Target Group in range, Attack nearest random Target Group.

ENEMY PRESENCE TABLE

	Nothing
	Roll a second die: - Roll on the [Patrol Table] in the Army Sheet. Place units in Stripe #3 if no Friendly unit are located there, otherwise place them in Stripe #2. Place a Sniper HIDDEN in COVER on Stripe #2

Supporting Fire: At the beginning of each turn roll 1d6: on a result of (1-2) the HMG on Stripe #1 is under suppression fire and won't be activated this turn.

Wounded Soldiers: Place the EM on the map adjacent to the Group that revealed the EM. A Friendly Group on the same Stripe of the EM can move adjacent to it by spending one AP. If the Medical Specialist is part of a Group adjacent to the EM you can spend 1 AP to treat the wounds of the soldier; roll 1d6:

- The conditions of the soldier are stabilized and you can now remove the EM.

- The wounded soldier requires additional treatment: keep the EM on the Map.

Medical Specialist (NPC): CF:0 TN:6

The Medical Specialist can only be activated if he's part of a Friendly Group. He can also move on his own when activated. If an Enemy Attack causes a Suppression result against the NPC, the Mission is immediately lost. The Enemy will only target the NPC if he's left alone.

Sniper: Weapon: scoped rifle Range: 3, CF (Base): 2, TN: 7

MISSION 8: LINE OF FIRE

EVENT TABLE

1	Find the [Full Squad Table] in the Enemy Army Sheet and create Groups G1, G2, and G3. Deploy Group G3 HIDDEN on TREE on Stripe #2; deploy Groups G1 and G2 on Stripe #1 on FOXHOLE . Put a Hill Terrain Marker on Stripe #1.
2	Place a Leader + HMG on a PILLBOX on Stripe #2. Place 3x Rifles HIDDEN on a FOXHOLE on Stripe #2. Put a Hill Terrain Marker on Stripe #2.
3	Find the [Full Squad Table] in the Enemy Army Sheet and create Groups G1, G2, and G3. Deploy Group G2 on BUILDING on Stripe #2; deploy Groups G1 and G3 HIDDEN on Stripe #1 on FOXHOLE .
4 5	Nothing
6 7	Roll 1d6: 1 Nothing; 2 Execute one Mortar attack; 3 4 execute one LMG attack; 5 6 execute two Rifle attacks. The attacks are always directed against the Friendly Group in the lowest Stripe #.
8	Enemy: 2x Rifles. This new Enemy Group will immediately enter Close Combat with the active Friendly Group.
9 10	Barbed Wire [OBSTACLE].

TERRAIN TABLE

Sripes	Die Roll			
1 - 2	1	2	3	
	BUILDING +2	JUNGLE +1	VILLAGE +2	
3 - 4	1	2	3	4
	DEEP JUNGLE +1	JUNGLE +1	TREE X2	BUILDING +2 TREE +1
5	1	2	3	4
	Open	JUNGLE +1	TREE X2	BUILDING +2
6	1	2	3	4
	BEACH	JUNGLE +1	TREE X2	

Demo Charge: Demo Charges are special equipment with: CF = 3, Range = 0, Area(3) Demo Charges are immediately discarded after being used in an attack.

Sniper: Weapon: scoped rifle Range: 3, CF (Base): 2, TN: 7

Your Company must attack a strong position defended by enemy forces.

Map: A

Objective: Reveal all event markers and eliminate all enemy forces from the map.

Game turns: 12

Setup: Roll on the [Company Support Table] to determine the forces provided by your Platoon HQ. Pick Event Markers 1 through 3 and randomly place one marker on Stripe #2. Pick Event Markers 4 through 10 and randomly place one marker on Stripe #3 through Stripe #6. Discard the remaining Event Markers. Reveal the EM in Stripe #2

ENEMY ACTIVATION TABLE

Die Roll	Effect
1 2	If the activated group contains Suppressed units then Rally. Otherwise Attack nearest Target Group.
3 4	If there's a Target Group in range, Attack nearest Target Group.
5	If there's a Target Group in range, Attack nearest Target with a +1 DRM. Otherwise become HIDDEN .

ENEMY PRESENCE TABLE

Die Roll	Effect
1 - 2	Nothing
3 4	Roll on the [Patrol Table] on the Army Sheet

COMPANY SUPPORT TABLE

1 2	Add a Flamethrower to your Squad
3	Add an 80mm Mortar to your Squad
4 5	Add 2x SMGs (Engineers) to your Squad. Assign to the 2x SMGs one Demo Charge each
6	Add a Tank to your Squad